TIGER ELECTRONICS, LTD.
MODEL: 70-153

OREO™ Giga Pets®

INSTRUCTIONS

INTRODUCTION

IS THERE ANYBODY IN THE WORLD WHO DOESN'T LOVE **OREO** COOKIES? WHO LOVES THEM MOST OF ALL? IT'S THE LITTLE MOUSE WITH THE BIG ATTITUDE AND BIG APPETITE -- THE **NABISCO OREO** COOKIE MOUSE! HE LOVES COOKIES (**OREOS**, OF COURSE!) AND CHEESE. HE LOVES TO PLAY - COOKIE STACKING! HE CAN DO FABULOUS TRICKS -- AND HE NEEDS YOUR LOVE. WON'T YOU TAKE CARE OF HIM?

CONGRATULATIONS!

IT'S TIME TO PLAY WITH THE **NABISCO OREO** COOKIE MOUSE AND TAKE GOOD CARE OF HIM. HE IS GOING TO NEED LOTS OF ATTENTION TO STAY HEALTHY AND HAPPY. THE HEALTHIER AND HAPPIER HE IS, THE HIGHER YOUR SCORE WILL BE! THESE INSTRUCTIONS WILL HELP YOU ON YOUR WAY.

STARTING THE GAME

TURN THE COVER OF YOUR **OREO** COOKIE TO THE LEFT (COUNTER-CLOCKWISE) TO OPEN YOUR UNIT. TO START YOUR GAME, PULL THE PLASTIC TAB FROM THE BACK OF THE UNIT. THE PLASTIC TAB IS NOT PART OF THE TOY AND SHOULD BE THROWN AWAY. ONCE YOU TURN YOUR MOUSE ON, HE SHOULD STAY ON. YOU NEVER NEED TO TURN HIM OFF. WHEN YOU WANT TO CLOSE THE UNIT, TURN THE COVER OF YOUR **OREO** COOKIE TO THE RIGHT (CLOCK-WISE).

SETTING THE CLOCK

IT IS VERY IMPORTANT THAT YOU SET THE CLOCK FOR THE CORRECT TIME. YOUR MOUSE EATS, PLAYS, AND SLEEPS ACCORDING TO A NATURAL SCHEDULE. IF YOU DON'T SET THE TIME CORRECTLY, HE MAY GET CONFUSED -- YOU DON'T WANT YOUR MOUSE TO SLEEP ALL DAY AND KEEP YOU AWAKE ALL NIGHT! WHEN YOU FIRST START THE GAME, YOUR UNIT WILL BE IN **CLOCK MODE**. HERE'S HOW TO SET THE CLOCK:

1) THE **HOUR** WILL BE FLASHING. PRESS **LEFT/RIGHT** TO ADJUST THE HOUR. WHEN THE CORRECT HOUR IS SET, PRESS **ENTER**.
2) THE **MINUTES** WILL BE FLASHING. PRESS **LEFT/RIGHT** TO ADJUST THE MINUTES. WHEN THE CORRECT MINUTES ARE SET, PRESS **ENTER**.
3) THE CLOCK IS NOW SET, AND YOU WILL AUTOMATICALLY ENTER **NAME MODE**.

NAMING

ENTER YOUR OWN NAME -- OR ANY OTHER FUN NAME YOU WANT!

1) A FLASHING BAR WILL APPEAR UNDER THE SPACE FOR EACH LETTER.
2) PRESS **LEFT/RIGHT** TO SEARCH THROUGH THE ALPHABET.
3) PRESS **ENTER** TO SELECT A LETTER AND MOVE TO THE NEXT SPACE IN THE NAME. YOU MAY USE UP TO 12 LETTERS.
4) PRESS **ENTER** TWICE TO ACCEPT THE CURRENT NAME AND RETURN TO **GAME MODE**.

TURNING OFF THE SOUND

1) PRESS **MODE** TO ENTER **CLOCK MODE**.
2) PRESS **LEFT** TO TURN THE SOUND OFF -- THE **SOUND ICON** WILL DISAPPEAR.
3) PRESS **RIGHT** TO TURN THE SOUND ON -- THE **SOUND ICON** WILL APPEAR AGAIN.

PRESS **MODE** AGAIN TO RETURN TO **GAME** MODE.

HAPPY BIRTHDAY!

WHEN YOU ENTER **GAME MODE** FOR THE FIRST TIME, YOU WILL SEE YOUR MOUSE "FETCH" AN **OREO** COOKIE! THE **OREO** IS ROLLING LIKE A WHEEL AND WHEN YOUR MOUSE AUTOMATICALLY JUMPS ON TOP OF THE COOKIE, IT'S TIME FOR MOUSE AND COOKIE TO GO ROLLING TOGETHER!

RETURNING TO CLOCK MODE

ONCE THE GAME BEGINS IN **GAME MODE**, YOU CAN RETURN TO **CLOCK MODE** BY PRESSING **MODE** UNTIL THE CLOCK APPEARS.

1) IF YOU WISH TO ADJUST THE CLOCK, PRESS **ENTER**. THE CLOCK WILL START FLASHING.
2) AFTER YOU SET THE TIME, THE NAME YOU ENTERED WILL APPEAR. PRESS **ENTER** IF YOU WANT TO ADJUST THE NAME.
3) TO RETURN TO **GAME MODE**, PRESS **MODE** UNTIL YOUR PET APPEARS AGAIN.

THE GAME SCREEN

THE GAME SCREEN IS YOUR MOUSE'S "HOME." YOU WILL SEE YOUR MOUSE MOVE AROUND THE SCREEN AND GO ABOUT HIS DAILY ROUTINE.

PRESS THE **LEFT/RIGHT** KEYS TO SELECT THE DIFFERENT **ICONS** AROUND THE OUTSIDE OF THE SCREEN. THESE ICONS REPRESENT ALL OF THE DIFFERENT ACTIVITIES THAT ALLOW YOU TO INTERACT WITH YOUR MOUSE.

HOW TO PLAY

YOUR MOUSE NEEDS YOU IN ORDER TO GROW UP HAPPY AND HEALTHY. AT VARIOUS TIMES, HE WILL REQUIRE A CERTAIN KIND OF ATTENTION FROM YOU. HE WILL MAKE NOISE AND THE **ALERT** ICON WILL LIGHT UP.

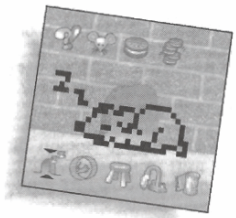
NOW YOU'VE GOT TO FIGURE OUT WHAT HE NEEDS! IF YOUR MOUSE IS HUNGRY, FEED HIM. IF HE'S LONELY, PLAY WITH HIM. IF HE'S DIRTY, CLEAN HIM. THERE ARE MANY DIFFERENT WAYS FOR YOU TO INTERACT WITH HIM. THE TRICK IS TO FIGURE OUT WHAT HE NEEDS FROM YOU! USE THE **LEFT/RIGHT** KEYS TO MOVE TO THE ACTIVITY YOU WANT, AND PRESS **ENTER**. HERE ARE THE ACTIVITIES:

FEED

WHEN YOU SELECT THIS ACTIVITY, YOU WILL BE GIVEN A CHOICE OF FOODS FOR YOUR MOUSE. USE THE **LEFT** OR **RIGHT** KEY TO SELECT EITHER HEALTHY FOOD OR TREATS. YOUR MOUSE'S HEATHY FOOD IS **A NICE PIECE OF CHEESE**. HIS TREAT IS **OREO COOKIES**. (YUM YUM!!!)

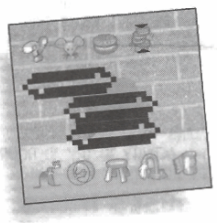
YOU CAN SEE HOW HUNGRY HE IS BY CHECKING HIS **HUNGER** ON THE **SCORE** SCREEN. A 100 MEANS HE HAS A FULL TUMMY -- AND A 0 MEANS HE IS FAMISHED! IF YOUR MOUSE HAS A 100, HE MAY REFUSE TO EAT. AND IF HE HAS A 0, HE MAY REFUSE TO DO ANYTHING ELSE UNTIL YOU FEED HIM!

YOUR MOUSE WILL ALWAYS EAT TREATS, EVEN WHEN HE'S FULL! **OREO** COOKIES ARE SIMPLY TOO SCRUMPTIOUS TO RESIST. BUT BE CAREFUL, TOO MANY TREATS AREN'T GOOD FOR YOUR MOUSE!



SLEEP

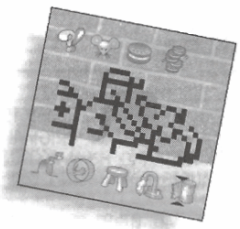
SELECT THIS ICON WHEN YOU THINK IT'S TIME FOR YOUR MOUSE TO GO TO SLEEP. HE SNUGGLES UP SAFE AND SOUND IN HIS LITTLE MOUSE HOLE. YOUR MOUSE ALSO LIKES TO TAKE NAPS DURING THE DAY. SOMETIMES IT'S HARD TO TELL WHEN YOUR MOUSE NEEDS TO SLEEP. IF YOU TRY EVERYTHING ELSE -- FEEDING, PLAYING, OR CLEANING -- AND HE STILL SEEMS UPSET, MAYBE IT'S TIME FOR A LITTLE NAP!



PLAY

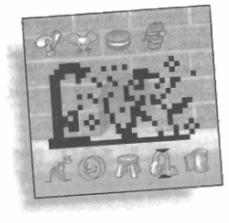
TO KEEP YOUR MOUSE HEALTHY AND HAPPY, YOU SHOULD PLAY WITH HIM OFTEN. WHEN YOU SELECT THIS ACTIVITY, YOUR MOUSE WILL PLAY THE **COOKIE STACKING GAME** WITH YOU. HERE'S HOW TO PLAY:

THE OBJECT OF THE GAME IS TO STACK THREE COOKIES IN THE MIDDLE OF THE SCREEN TO **WIN** THE GAME. AS SOON AS YOU START THE GAME, THE FIRST COOKIE WILL APPEAR RANDOMLY AT THE TOP OF THE SCREEN EITHER AT THE LEFT, MIDDLE OR RIGHT POSITIONS. USE THE **LEFT** OR **RIGHT** KEYS TO MOVE THE COOKIE TO THE MIDDLE OF THE SCREEN AND THEN PRESS THE **ENTER** BUTTON TO CONFIRM. THIS COOKIE WILL NOW DROP TO THE BOTTOM OF THE SCREEN AND A SECOND COOKIE WILL APPEAR AT THE TOP. THIS TASTY PROCESS REPEATS FOR ALL THREE COOKIES. IF A COOKIE IS ALREADY IN THE MIDDLE, NO NEED TO PRESS **LEFT** OR **RIGHT** OF COURSE. JUST IMMEDIATELY PRESS **ENTER** TO HAVE IT DROP DOWN FOR YOU! WHEN YOU STACK COOKIES INCORRECTLY, THEY START TO CRUMBLE! WHEN YOU **WIN** THE GAME, YOU CAN LOOK FORWARD TO YOUR MOUSE DOING A LITTLE VICTORY DANCE!



DOCTOR

IF YOUR MOUSE'S HEALTH DROPS, YOU CAN ALWAYS TRY A VISIT TO THE VET. THE VET WILL PUT A LITTLE BANDAGE ON HIS PAW. NOW ISN'T THAT CUTE? BUT BE CAREFUL! THERE'S ONLY SO MUCH A VET CAN DO, AND YOUR MOUSE DOES NOT LIKE TO GO THERE. WE RECOMMEND NO MORE THAN ONE TRIP TO THE DOCTOR EACH DAY.



CLEANING

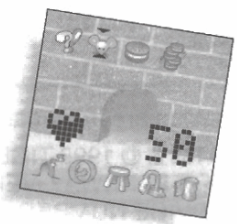
YOU MOUSE MAKES LITTLE MOUSE BOWEL MOVEMENTS. PRESS THE **CLEANING** ICON AND A TOILET WILL APPEAR AND CLEAN IT UP. IF THERE IS NO BOWEL TO CLEAN UP, THEN YOUR MOUSE WILL TAKE A BATH IN THE KITCHEN SINK! THE WATER FAUCET FROM THE SINK WILL SERVE AS A SHOWER HEAD!

SCORE

CHOOSE THIS ICON TO CHECK ON YOUR MOUSE'S PROGRESS. USE THE **LEFT/RIGHT** KEYS TO DISPLAY SCREENS SHOWING YOUR MOUSE'S **AGE**, AND **WEIGHT**, **HEALTH** AND **HAPPINESS**, **HUNGER** AND **DISCIPLINE**, AND **TOTAL SCORE**.

YOUR MOUSE'S **AGE** INCREASES BY 1 EVERY DAY. WHAT SEEMS LIKE A DAY TO YOU IS ACTUALLY ONE COMPLETE YEAR TO HIM! YOUR MOUSE REACHES ADULT AGE AT ABOUT 5 DAYS, AND OLD AGE AT 14 DAYS.

YOUR MOUSE'S **WEIGHT** WILL VARY DEPENDING ON HIS AGE, DIET, AND EXERCISE. TOO MANY TREATS AND TOO MUCH SLEEP WILL MAKE HIM FAT AND LAZY. MAKE SURE HE GETS ENOUGH PLAY!



HEALTH, **HAPPINESS**, **HUNGER**, AND **DISCIPLINE** RANGE FROM 0 (BAD) TO 100 (GOOD) AND HELP YOU DETERMINE WHAT YOUR MOUSE NEEDS. IF ANY OF THESE FALLS BELOW 20, YOU SHOULD TAKE CARE OF HIM RIGHT AWAY.

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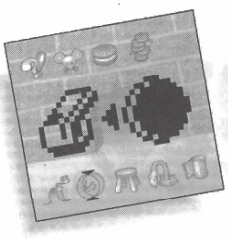
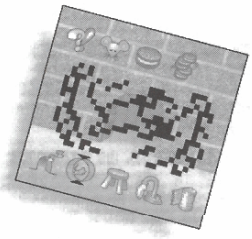


THE **SCORE** STATISTIC IS AN INDICATION OF HOW WELL YOU ARE DOING. THE HIGHER YOUR SCORE, THE BETTER YOU ARE DOING. YOUR **SCORE** IS AN AVERAGE OF **HEALTH**, **HAPPINESS**, **HUNGER**, AND **DISCIPLINE**.

TRAINING

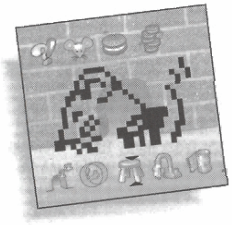
YOU MOUSE CAN DO ALL SORTS OF INTERESTING THINGS. TRAINING HIM TO PERFORM TRICKS ON COMMAND IS VERY ENTERTAINING! SELECT THE **TRAIN** ICON AND PRESS **ENTER**. YOU WILL SEE A CHOICE OF **TRICKS** ON THE LEFT AND **REWARD** (YOUR MOUSE'S TREAT) ON THE RIGHT. PRESS **LEFT** OR **RIGHT** TO TOGGLE BETWEEN **TRICKS** AND **REWARD**. PRESS **LEFT** FOR THE **TRICKS** -- AND THEN PRESS **ENTER** AGAIN.



YOU CAN NOW USE THE **LEFT** AND **RIGHT** KEYS TO SEARCH THROUGH VARIOUS TRICKS ACTIVITIES FOR YOUR MOUSE, INCLUDING **RUNNING IN A MOUSE WHEEL..DIGGING HOLES IN BLOCKS OF CHEESE..RIDING ON THE BACK OF A BUCKING CAT...DODGING A CHARGING CAT WHILE WAVING A HANDKERCHIEF LIKE A MATADOR..RUNNING AROUND THE EDGE OF A GLASS OF MILK..DOING A LITTLE DANCING..SLIDING DOWN A CHAIR (LIKE A SLIDE) AND CLIMBING A TABLE LEG (LIKE MOUNTAIN CLIMBING!!!)**

WHEN YOU SEE THE TRICK YOU WANT TO TEACH YOUR MOUSE PRESS **ENTER**. YOUR MOUSE WILL THEN TRY HIS BEST TO DO THE TRICK YOU ASKED FOR.

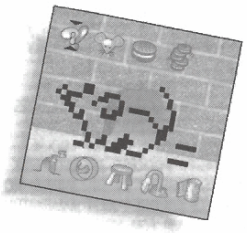
IF YOUR MOUSE DOES NOT GET THE TRICK RIGHT, TRY AGAIN! IF HE DOES DO THE TRICK CORRECTLY, YOU WILL SEE THE **TRICK** AND **REWARD** SCREEN AGAIN. USE THE **RIGHT** BUTTON TO SELECT THE **REWARD** (YOUR MOUSE'S TREAT OF **OREO** COOKIES) AND YOUR MOUSE WILL EAT HIS TREAT AS A REWARD. NOW YOUR MOUSE KNOWS THIS TRICK. CONGRATULATIONS!



IF YOU WANT YOUR MOUSE TO PERFORM HIS TRICK AT YOUR COMMAND, SELECT THE **TRAINING** ICON AGAIN ON THE SCREEN SHOWING **TRICK** AND **REWARD**. PRESS THE **LEFT** KEY TO CHOOSE **TRICK** AND THEN PRESS **ENTER**. NOW PRESS EITHER THE **LEFT** OR **RIGHT** KEY UNTIL YOU SEE YOUR MOUSE'S LEARNED TRICK ACTIVITY APPEARING. PRESS **ENTER** AGAIN -- AND YOUR MOUSE SHOULD PERFORM THE TRICK CORRECTLY NOW THE FIRST TIME! DON'T WORRY IF YOUR MOUSE FORGETS HOW TO DO HIS TRICK BECAUSE YOU CAN ALWAYS TRAIN HIM OVER AGAIN!

DISCIPLINE

SELECT THIS ACTIVITY TO DISCIPLINE YOUR MOUSE. HE DOES NOT LIKE TO BE DISCIPLINED, SO YOU SHOULD ONLY DISCIPLINE HIM IF HIS **DISCIPLINE** FALLS BELOW 20. DON'T SELECT THIS ACTIVITY TOO OFTEN, OR HE WILL BECOME UNHAPPY AND UNHEALTHY! FOR HIS DISCIPLINE, YOUR MOUSE WILL HAVE A "TIME OUT" AND MUST SIT IN THE CORNER.



ALERT

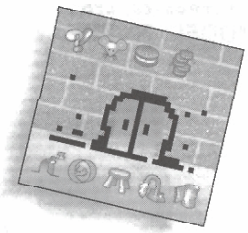
WHEN THIS ICON LIGHTS UP, IT MEANS YOUR MOUSE NEEDS SOMETHING. USE THE **SCORE** ACTIVITY TO TRY TO FIGURE OUT WHAT HE NEEDS: FOOD? SLEEP? PLAY TIME? DISCIPLINE?

MEETING YOUR MOUSE'S NEEDS

IF YOU TRY TO SELECT AN ACTIVITY THAT YOUR MOUSE DOES NOT WANT TO DO, HE MAY REFUSE. TRY SELECTING A DIFFERENT ACTIVITY UNTIL YOU FIGURE OUT WHAT HE NEEDS!

GAME OVER

YOU MOUSE DOESN'T DIE. HE JUST GOES BACK INTO HIS MOUSE HOLE AND WILL NOT RETURN. YOUR MOUSE CAN LEAVE FROM BAD HEALTH, UNHAPPINESS OR OLD AGE. IF YOUR MOUSE LEAVES, YOU SHOULD RESTART THE GAME AND TRY AGAIN, TAKING CARE TO PAY CLOSE ATTENTION TO HIS NEEDS.

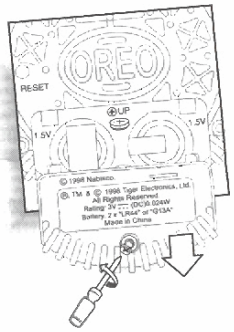


YOUR MOUSE IS DESIGNED TO STAY ACTIVE FOR ABOUT 2 WEEKS. HOWEVER, IF YOU TAKE VERY GOOD CARE OF HIM, HE CAN STAY ACTIVE LONGER. KEEP HIS HEALTH ABOVE 95 AND HE CAN STAY WITH YOU INDEFINITELY.

WHEN THE GAME IS OVER AND YOU SEE YOUR MOUSE ENTER HIS MOUSE HOUSE AND NOT RETURN, YOU CAN PRESS **MODE** TO SEE YOUR FINAL **SCORE**.

RESTARTING THE GAME

WHEN YOUR MOUSE LEAVES AFTER A GAME OVER, PRESS **ENTER** TO RESTART THE GAME. IF YOU JUST WISH TO START OVER FROM THE BEGINNING, PRESS THE **AGE (RESET)** BUTTON LOCATED ON THE BACK OF YOUR GAME.



INSERTING THE BATTERIES

TO ACTIVATE YOUR GIGA PETS GAME, PULL THE PLASTIC TAB FROM BACK OF GAME.

TO INSERT THE BATTERIES, REMOVE THE BATTERY COMPARTMENT COVER AT THE BACK OF THE GAME. (TO REMOVE COVER, UNSCREW THE COVER, THEN PUSH THE COVER IN THE DIRECTION OF THE ARROW).

INSERT TWO 1.5V "LR44" OR "G13A" BUTTON CELL BATTERIES (BATTERY INCLUDED), MAKING SURE TO ALIGN "+" AND "-" AS SHOWN.

CAUTION: BATTERY SHOULD BE REPLACED BY ADULT.
NOT SUITABLE FOR CHILDREN UNDER 36 MONTHS, MAY CONTAIN SMALL PARTS.

TO ENSURE PROPER FUNCTION:

- DO NOT MIX OLD AND NEW BATTERIES.
- DO NOT MIX ALKALINE, STANDARD OR RECHARGEABLE BATTERIES.
- BATTERY INSTALLATION SHOULD BE DONE BY ADULT.
- NON-RECHARGEABLE BATTERIES ARE NOT TO RECHARGED.
- RECHARGEABLE BATTERIES ARE TO BE REMOVED FROM THE TOY BEFORE BEING CHARGED (IF REMOVABLE).
- RECHARGEABLE BATTERIES ARE ONLY TO BE CHARGED UNDER ADULT SUPERVISION (IF REMOVEABLE).
- ONLY BATTERIES OF THE SAME OR EQUIVALENT TYPE AS RECOMMENDED ARE TO BE USED.
- BATTERIES ARE TO BE INSERTED WITH THE CORRECT POLARITY.
- EXHAUSTED BATTERIES ARE TO BE REMOVED FROM THE TOY.
- THE SUPPLY TERMINALS ARE NOT TO BE SHORT-CIRCUITED.

DEFECT OR DAMAGE

IF A PART OF YOUR GAME IS DAMAGED OR SOMETHING HAS BEEN LEFT OUT,
DO NOT RETURN THE GAME TO THE STORE.
THE STORE DOESN'T HAVE REPLACEMENT PART.
INSTEAD, WRITE TO US AT:

TIGER ELECTRONIC TOYS REPAIR CENTRE
980 WOODLANDS PARKWAY, VERNON HILLS,
ILLINOIS 60061, U.S.A..

IN YOUR NOTE, MENTION THE NAME OF YOUR GAME, YOUR GAME'S MODEL NUMBER, AND TELL US BRIEFLY WHAT THE PROBLEM IS. ALSO INCLUDE SALES SLIP, DATE, PLACE OF PURCHASE AND PRICE PAID. WE WILL DO OUR BEST TO HELP.

90-DAY LIMITED WARRANTY

TIGER ELECTRONICS, LTD (TIGER) WARRANTS TO THE ORIGINAL CONSUMER PURCHASER OF THIS PRODUCT THAT THE PRODUCT WILL BE FREE FROM DEFECTS IN MATERIALS OR WORKMANSHIP FOR 90 DAYS FROM THE DATE OF ORIGINAL PURCHASE. THIS WARRANTY DOES NOT COVER DAMAGES RESULTING FROM ACCIDENT, NEGLIGENCE, IMPROPER SERVICE OR USE OR OTHER CAUSES NOT ARISING OUT OF DEFECTS IN MATERIALS OR WORKMANSHIP.
DURING THIS 90-DAY WARRANTY PERIOD, THE PRODUCT WILL EITHER BE REPAIRED OR REPLACED (AT TIGER'S OPTION) WITHOUT CHARGE TO THE PURCHASER, WHEN RETURNED WITH PROOF OF THE DATE OF PURCHASE TO EITHER THE DEALER OR TO TIGER.
PRODUCT RETURNED TO TIGER WITHOUT PROOF OF THE DATE OF PURCHASE OR AFTER THE 90-DAY WARRANTY PERIOD HAS EXPIRED, BUT PRIOR TO ONE YEAR FROM THE ORIGINAL DATE OF PURCHASE, WILL BE REPAIRED OR REPLACED (AT TIGER'S OPTION) FOR A SERVICE FEE OF US$ 4.00. PAYMENTS MUST BE BY CHECK OR MONEY ORDER PAYABLE TO TIGER ELECTRONICS, LTD.

THE FOREGOING STATES THE PURCHASER'S SOLE AND EXCLUSIVE REMEDY FOR ANY BREACH OF WARRANTY WITH RESPECT TO THE PRODUCT.

ALL PRODUCT RETURNED MUST BE SHIPPED PREPAID AND INSURED FOR LOSS OR DAMAGE TO:

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980 WOODLANDS PARKWAY
VERNON HILLS, ILLINOIS 60006, U.S.A.

THE PRODUCT SHOULD BE CAREFULLY PACKED IN THE ORIGINAL BOX OR OTHER PACKING MATERIALS SUFFICIENT TO AVOID DAMAGE DURING SHIPMENT. INCLUDE A COMPLETE WRITTEN DESCRIPTION OF THE DEFECT, A CHECK IF PRODUCT IS BEYOND THE 90-DAY WARRANTY PERIOD, AND YOUR PRINTED NAME, ADDRESS AND TELEPHONE NUMBER.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE TIGER IN ANY WAY. ANY IMPLIED WARRANTIES APPLICABLE TO THIS PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TIGER BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS TIGER PRODUCT.

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